CMSC 23700	**Introduction to Computer Graphics**	**Homework 2**
Winter 2008		**Due January 29**

1. Given a ray $R(t) = \mathbf{o} + t\mathbf{d}$, and a cone whose radius is r and height is h with its base centered at the origin of the $X - Y$ plane and its apex at $\langle 0, 0, h \rangle$.
   (a) What is the polynomial whose roots determine the intersection points of $R(t)$ with the side of the cone?
   (b) If the ray intersects the side of the code at the point $\mathbf{p} = \langle x, y, z \rangle$, where $0 < z < h$, what is the unit normal of the cone's surface at $\mathbf{p}$.
2. An *oriented bounding box* (OBB) can be represented by a center point $\mathbf{c}$, a 3x3 rotation matrix $\mathbf{R}$ (the columns of this matrix define the axes of the OBB), and a vector $\mathbf{s}$ of extents (the distances from the center to the sides along each of the OBB's axes).
   (a) Define a transformation that maps the OBB to a $2 \times 2 \times 2$ cube centered at the origin.
   (b) Give pseudo code for testing if a ray $R(t) = \mathbf{o} + t\mathbf{d}$ intersects the OBB. You may use mathematical notation in your solution (*e.g.*, dot products) and you do not have to worry about floating-point errors.